

Sunder the Stars

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In The Beginning

This started as a reworking of the **Meka Tac - Giant Stompy Robots Edition** rules into a starship combat game, along with the grafting of elements from a lifetime of pushing miniatures around a table while rolling dice. That didn't work as planned; the rules did the job, but not well enough to command anything more than a task force of a half-dozen ships per player. The ultimate goal was to handle the battle of fleets but still make the individual ship and how it was maneuvered matter. Some compromises were made, other things were simplified, and few items simply tossed out. The desire was to have a game that would entice new players to starship combat gaming and give an option for battles with larger numbers of ships to those who have fleets at the ready.

Gaming Stuff

Miniatures to represent your ships, or cardboard counters would also work.

Counters to keep track of each ship's current status.

Dice required: 6D6 per player. 1D6 and 1D20 per ship/squadron/wing/flight, other dice types if using optional rules or Special Effects.

Ship stat sheets for your ships.

Paper and pencils.

Hex mat or open table with terrain.

Please note: These rules are intended for both games played on hex grids and those on open tabletops without having two separate sets of rules. All distances are given as hexes first, then a back-slash "/", and then the distance in inches. Example: "Each range band is **4 Hexes/8**" long." Any rule with [*Optional*] next to its title may be used or ignored, and it is suggested that the players experience a few games before trying them.

Abbreviations

AV	Attack Value
B	Back
BL	Back Left
BR	Back Right
Bt	Battery
DPTAMP	Don't Point That At My Planet
Dr	Drones
DV	Defense Value
F	Front
FL	Front Left
FR	Front Right
Fu	Fusion
IM	Initiative Modifier
L	Left
Mn	Mine
MP	Move Points
PD	Point Defense
R	Right
Rk	Rack

SETUP

1. Determine scale of battle: a “task force” would be composed of roughly six or less ships per player, where as a “fleet” would have more than 6 ships per player and the small and medium sized ships would be grouped together into squadrons. The only difference between the two types of games is that squadrons are optional in the smaller task force fights while squadrons are mandatory in fleet battles.

2. One player chooses or designs the scenario. Place terrain as per the scenario or each player places 1D6 – 3 pieces of terrain, one piece at a time, alternating from one player to the next. The other player picks which side to command.

3. Each player selects the largest ship in their force. If more than one qualifies, then pick one of them. That ship becomes the flagship of the player's task force or fleet. If the largest ship is a carrier, then another ship may be selected. If the scenario has multiple players on each side, one player per team is chosen to be the Commodore and he selects the flagship. If the team members are each in control of units from different navies – say a team has one member with the Clans of the Great Hunt fleet and his partner is running a pirate fleet – then they each get to have a flagship.

If that ship willingly leaves the battle, then that player's remaining force must exit the battle as well. If the Flagship is destroyed, then that player's or team's entire remaining force may either leave the battle, or fight on with a -1 modifier on every die roll for the rest of the game. The loss of the flagship only affects that navy's ships. Using the example above: if the pirate flagship is sunk, then just the pirate fleet is effected, not the ships from the Clans of the Great Hunt.

4. Deployment of forces: All force commanders roll 2D6 + their largest ship's initiative modifier. The highest roller decides who starts deploying their force first. Each player in turn places one ship or squadron in their deployment zone as determined by the scenario until all the ships are deployed.

Deployment Special Rules *[Optional]*

Reserves

Any ships you do not wish to deploy at the beginning of the game are considered reserves. No more than half your force in Hull size may be held in reserve. Assign reserved ships into one group or many smaller groups. Each group will be assigned by the player a turn to enter the game or placed on stand by, waiting for the signal to enter the fray. All reserves get to roll their initiative and enter the board anywhere within that player's deployment zone.

Turn Deployment: designate which turn to blink in and join the battle. At the beginning of that turn roll 1D6. If a 1 is rolled, then that reserve group will enter the battle 1 turn later, otherwise it will be deployed this turn.

Signal Deployment: signal reserves to blink in next turn. Roll 1D6 – 3: that's the number of turns you have to wait until they arrive.

Battle Blink

One or more sides of the battle may blink in each ship during the first turn when that ship's initiative number of activation comes up. That ship may materialize anywhere within their deployment zone and immediately get their full activation – including launching or recovering fighters, deploying mines, etc. The side that doesn't blink in deploys as instructed by the scenario.

Tactical Deployment

All force commanders roll 2D6 + their largest ship's initiative modifier. The highest roller decides who deploys their entire force first. This is also how you would deploy for an “ambush” or “sneak attack” type of scenario: where the defender would be fully deployed before the attacker, allowing the attacking player respond to the defender's placement.

TURN SEQUENCE

1. Initiative Phase
2. Action Phase

1. INITIATIVE PHASE

Roll 2D6 for each ship, squadron, flight, or wing in play and add its initiative modifier (IM) and any other modifiers. Use a d20 placed next to the unit to note this number. As flights and squadrons activate together, each grouping only gets one roll.

2. ACTION PHASE

Individual ships, squadrons, wings and flights activate in order from highest initiative roll to lowest. In case of ties: whoever activated last before the tie would activate a tied unit first, and then the opponent would activate one, going back and forth until all tied units were activated. If only one side had ties, then they may activate the tied units in any order they wished. This phase is not simultaneous and all damage and other effects are take effect immediately.

MOVEMENT

Move points are paid to turn or to move forward one hex/2". You don't have to spend all of the ship's MP, but MP may not be saved from one turn to the next. Ships may move through hexes/space occupied by other ships but may not end their movement in the same hex/space as another ship.

Special Maneuvers:

Blink Out

A ship may leave the battle at any time as long as it has move points available for use. The player declares the ship will blink out at the beginning of its activation. The ship may move as normal and recover fighters, but not make any attacks, lay mines or have its shields set to anything other than "normal" during that activation. At the beginning of the ship's next activation, it instantly warps off the table and is removed from play.

Engines Astern

A player may declare at the beginning of a ship's activation that it will be moving engines astern, which allows the ship to move backwards at twice the normal MP cost for each maneuver. A ship cannot combine forward and backward movement in the same activation.

Roll

The ship rolls along its axis so that front & back arcs remain where they are but the left & right arcs switch. This costs 1 MP. A ship may roll multiple times during its activation.

Side Slip

A ship may move to one hex/2" at 45° left or right in the direction of it's currently heading without turning or changing its facing. The cost is 2 move points.

Ramming! [Optional]

Ships that are damaged and on their last hit before being destroyed may ram an enemy ship. The ramming ship must have enough MP to move into the same hex/space as its intended target. Before the ram connects, the target ship may either fire with all of its weapons that can target the ramming ship or attempt to dodge the impact. If the ramming ship is destroyed by weapons fire, remove it from play.

To dodge a ramming ship, use its current MP + 1D6 vs. dodging ship's current MP + 1D6. If the dodging ship rolls a tie or higher, it evades the ram – otherwise it's hit! If the ram misses, use any of the ramming ship's unused MP +1 extra to continue on a straight line past the intended target ship.

If the ram is successful, roll AV2 for a small ship, AV4 for a medium ship or AV6 for a large ship, + 1D6 vs. the rammed ship's DV + 1D6. The ramming ship is automatically destroyed. If the target ship survives a ram, move it one hex/2" in the opposite direction of the ramming ship.

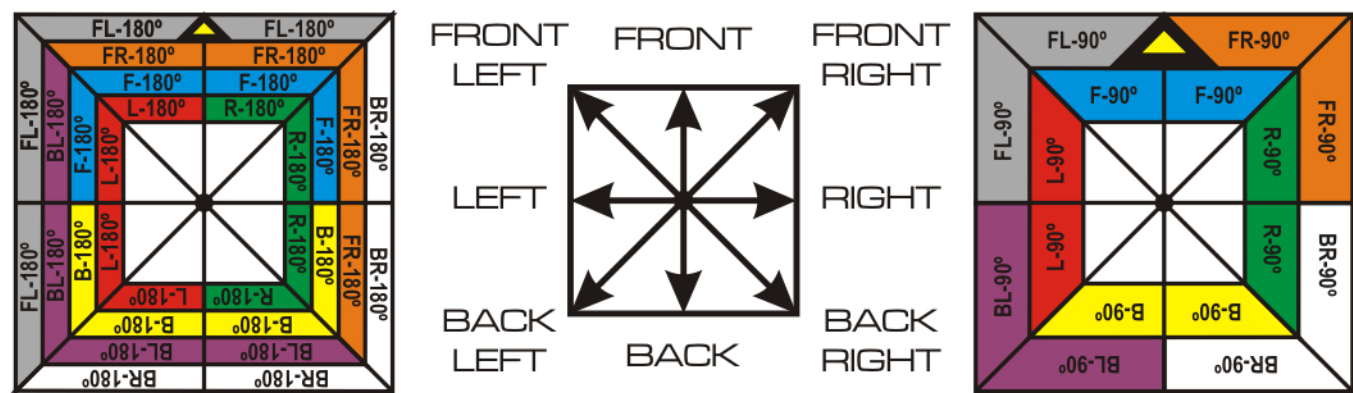
MOVEMENT COSTS	
Movement and Terrain (what's in the hex):	Move Point Cost:
Move one hex/2" forward.	1
Turn 1 hex facing/up to 90° - ignore terrain.	1
Engines Astern – backwards movement.	x2
Roll – flip 180°so that Left is now Right or back to “normal”.	1
Side Slip.	2
Moving through 1 hex/2" of gas or dust cloud.	No effect.
Moving through 1 hex/2" of an asteroid field.	x2 or attacked at AV1D6 each hex.
Hex/space has planet, star or other large body.	No entry, automatic destruction.

And, yes, the move point costs stack. Move points are paid to enter a hex/space or perform special maneuvers. If the ship doesn't have enough move points then it cannot enter the hex/space or make the special maneuver.

ATTACKS

A ship can attack with all of its ranged weapons once per turn during its activation and may attack at any time during their movement – move, shoot a weapon, move some more, shoot another weapon, move yet some more, etc. All attacks between any spending of movement points must be declared before any dice are rolled.

Firing Arcs: If a ship's weapon is facing a potential target or not is determined by its firing arc, or, simply: "arc". Each arc is centered on one of the eight cardinal points: Front, Front Right, Right, Back Right, Back, Back Left, Left, and Front Left. The arc, depending on the weapon, can be either 90°or 180°. Firing arcs next to each other overlap one hex/the width of the ship's base. Any target outside of a weapon's arc cannot be used against that target.



Determine Range: For hex grids, count the number of hexes from attacker to defender to determine the range, ignoring the attacker's hex but including the defender's hex. When playing without a hex grid, ranges are measured from the base of the post of a model's stand to the base of the post on the other model's stand.

Batteries' Range Bands: Each Range Band is 4 hexes/8" long. The maximum range for batteries is 4 Range Bands or 16 Hexes/32".

Line of Sight and Cover: Only moons, planets, stars, nebulae, asteroid fields and other huge phenomena provide cover or block Line of Sight. Ships and space stations do not. They're really tiny in the cosmic scale of things. Attacking through cover granting phenomena accumulates modifiers for each hex/2" or portion thereof of shot through. Add/subtract all the modifiers from the attack's attack value. If the modified AV is below "1", then the target cannot be attacked. Shooting through a hex/space containing a ship to attack another ship is allowed, as ships of any size do not block line of sight. Attacks missing the intended target do not hit the ships "in the way".

Half-hexes containing cover and that are right in the line of fire:

Complex solution - divide the total number of half-hexes by two, rounding down. Use that number of half-hexes closest to the target as if they were full hexes. Example: there are 3 half-hexes in the line of fire between the attacker and the target. Three divided by two equals one and a half, which rounds down to one. So, just count the closest half-hex to the target as providing cover at its full value. If attacking along the line of two adjoining hexes that grant different types of cover: count the less effective cover.

Simple solution - treat all half hexes as full hexes of cover.

Pick one solution and use it exclusively for the entire game.

War on a New Scale *[Optional]*

Battery range bands are normally 4 hexes/8" long with a maximum range of 16 hexes/32", but this can be larger or smaller depending on your playing area. Just remember to scale point defense, terrain effects and everything else accordingly.

Point Defense

Any enemy fighters within 2 hexes/4" of the ship, or rack and fusion attacks that draw their line of sight within 2 hexes/4" of the ship, or drones that materialize within 2 hexes/4" of the ship are automatically attacked by the ship's point defense. Roll 1D6 for every point of the ship's current Point Defense. On each roll of 5 or 6, a flight of fighters is destroyed or the rack, drone or fusion attack has its attack value lowered by 1 point. Point defense systems have unlimited ammunition and automatically activate no matter how many individual triggering events occur in a turn. Battery attacks do not trigger point defense.

Shield Settings *[Optional]*

A ship's defense value (DV) is its primary form of defense. There is some flexibility as to how they may be used. Keep in mind that each setting has its own benefits and dangers. Any voluntary change to the DV configuration must be declared at the beginning of the ship's activation before it does anything else. Shield setting may not be mixed. Using shield settings allows ships to have a DV greater than 5.

Normal Setting (Default): Use the current DV number on the ship's damage track for any attack when it's on this setting.

Double Front or Double Back Setting: All attacks originating from one of the two arcs uses twice the current DV while any attacks from the opposite side have a DV of zero when making defense rolls.

Maximum Setting: The DV for that ship counts as double all around, but the ship may not make any attacks. Fighters may be launched and recovered, but mines may not be deployed.

Extend Shields Setting: A ship may extend its shield to help protect other friendly ships. They must be in hexes next to/within 2" of each other. For every point of DV transferred, the transferring ship loses 1 point of DV. The ship extending its shields must leave one point of DV for itself. All DV are treated as if they were at the normal setting. This setting is lost and shields are reset to normal setting for any ships that move away or are destroyed. All ships that are sharing in the extended shield activate together (and share initiative, temporarily forming a squadron of their own) at the beginning of the following turn.

Example: A squadron of 3 destroyers (DV of 2 each) extends their shields around a heavily damaged battleship with only 1 point of DV left. The destroyers each transfer 1 DV point to the battleship, increasing its DV to 4, but each destroyer is now down to a DV of 1. If one of these destroyers were sunk while extending their shields, then the battleship's DV would immediately drop to 3.

WEAPON SYSTEMS

The vast majority of ship-borne weapons have been abstracted into 4 types:

Weapon Systems – When it doubt: ATTACK! Ammunition is unlimited!			
Type	Arc	Maximum Range	Special Rules
Battery	180°	16 hexes/32"	4 hex/8" range bands, -1 AV for each after the first.
Drone	90°	8 hexes/16"	Indirect Fire, Spotter, AV reduced by Point Defense, may not fire a spread.
Fusion	90°	4 hexes/8"	Extra attacks vs. successfully hit ship's DV for 2 more turns when target activates, initial AV reduced by Point Defense, may not fire a spread.
Rack	90°	16 hexes/32"	AV reduced by Point Defense.

Battery (Bt) is a grouping of direct-fire weapons whose ability to hit a target or inflict damage degrades over distance like railguns, laser cannons and plasma projectors. The AV is -1 for each 4 hex/8" range band after the first. The attack happens far too fast to be eliminated by enemy point defense.

Drone (Dr) is a type of missile that uses wormholes or teleporters to materialize instantly near its target, so ignore all terrain effects except the hex/space of the target. Point defense is rolled, but only from ships within range of the hex/space of the target. Drone attacks may use indirect fire by using a friendly ship with a better vantage point of the target, though the attacker must still be in range to be able to do so. The trade off is the shorter range than batteries or racks and may not split their AV among multiple targets.

Fusion (Fu) weapons are very small, artificial stars that collide with an enemy vessel, using the ship's mass to feed their reaction - continuing to cause damage for 2 turns after their initial successful attack when the target activates: final AV of initial attack + D6 vs. DV + D6. Their self-propelled gavitic bottle delivery vehicles may be intercepted by enemy point defense. They also have the shortest range of only 4 hexes/8" and may not split their AV among multiple targets.

Rack (Rk) represents the self-propelled homing weapons such as missiles and torpedoes. Their ability to inflict damage is not effected by range, but, like drones and fusion weapons, they may be intercepted by any enemy point defense along their line of attack before reaching their target.

Firing a Spread

A single battery or rack may split its AV into multiple attacks, but these attacks must be against different ships. This may shorten the maximum range for battery attacks, but not racks. Fusion and drones may not split their AV.

Attack Value Modifiers: these modifiers affect a weapon's attack value number before the roll. If the weapon's attack value is modified below 1 then it cannot be made.

ATTACK VALUE MODIFIERS – Add or subtract these modifiers from attack value before rolling the die. If the attack value is reduced below 1, the attack cannot be made.	
Situation	Modifier
For Battery attacks only: for every 4 hexes/8" after the first.	-1
Attacking ship is not using any move points this action phase.	+2
Defending ship did move but did not make any turns or sideslips in their last activation. Moving in a straight line makes it easier to target.	+1
Defending ship did not use any move points in its last activation.	+2
For every hex/2" or portion of gas cloud.	-1
For every hex/2" of dust cloud or asteroid field.	-2
Attacking ship does not have line of sight to defending ship.	No Attack

TO HIT:

Attacker's weapon's AV +/- modifiers + 1D6

vs.

Defender's DV +/- modifiers + 1D6.

Critical Rolls - If the defender or attacker rolls a "6" on the D6, then add the 6 to the score of whoever rolled it, and that player may roll again, adding that roll to the their total score. The player may keep rolling until he rolls something other than a 6. Add all these rolls to the total score. This is only used on the attack or defense roll, not point defense.

Resulting Damage:

Attacker's roll is less than or equal to defender's roll = no damage.

Attacker's roll is greater than, but not twice the defender's roll = 1 hit of damage.

Attacker's roll is twice defender's roll = 2 hits of damage.

Attacker's roll is three times the defender's roll = 3 hits of damage.

Etc.

Keep track of each ship's damage with a D6 by its base. Use the damage track that corresponds to the number of hits the ship has taken. Small ships have one damage track "0 – 1" and are destroyed after taking 2 hits of damage. Medium ships can take 4 hits and have 2 damage tracks: "0 – 1" and "2 – 3". Large ships are destroyed after 6 hits and have 3 damage tracks "0 – 1", "2 – 3" and "4 – 5". As medium and large ships take damage, they become progressively weaker and slower. Destroyed ships are removed from play unless the scenario instructs otherwise.

Fah-KOOM! - If the attack destroys an undamaged ship with 1 attack roll: the target explodes! Make a 2D6 attack (roll only once) on every ship 1 hex/2" away for medium, or 2 hexes/4" away for large ships. Small ships do explode, but only affect any fighters in their hex. Fighters within the explosion's range are automatically lost. Sorry, Luke and Starbuck. Any damage inflicted upon a ship takes effect immediately. Ships destroyed in this manner are removed from the game before any other activations can take place.

Fighter Wings *[Optional]*

All small attack craft that move really quickly and are carried into battle by ships are considered fighters. The smallest unit of fighters in this game is the wing, which may represent any totally irrelevant number of individual craft. Any number of fighter wings may be launched during the ship's activation. Place the fighter wings 1 hex/2" away from the launching ship. The activation of the launching ship is temporarily stopped as the fighters get their activation. When the fighters are done, the ship may then finish its activation.

Fighters may be recovered by either the fighters moving into the hex/space of a friendly ship with unoccupied fighter bays or the ship moving within 1 hex/2" of the fighters. If there are more fighters than available bays, any unrecovered fighters are lost. A ship may not make any attacks, lay mines or make any special maneuvers when recovering fighters.

Fighters move like ships but do not pay move points for turning and may turn as much as they want at any time during their movement. Fighters may only be attacked by ships' point defense, mines and other fighters.

Forming Flights: Up to 6 individual wings of the same type of fighter may be stacked together to form a flight. They must all have been launched from the same ship. Stacking fighters into flights makes them easier to handle on the board, lets them combine their AV when attacking a ship, and an enemy ship's PD just rolls one set of dice against whole flight, not for each of the approaching wings separately. Flights may be formed immediately upon launching – just place them as a stack in one hex next to/2" from the launching ship.

Dogfights: When wings or flights attack enemy wings or flights, mark where there were on the table and take the fighters aside. The side that instigated the dogfight (pounced) is considered the attacker and the other side becomes the defender for the entire dogfight. At this point, either side may have any other friendly fighters within 2 hexes/4" join in dogfight.

The defender lines up his fighter wings individually. Then the attacker places as many of his fighter wings as he wishes next to each of the defender's fighter wings. This is called "engaging", but they don't have to be one-on-one. The attacker does not have to use all his wings, either. Multiple fighter wings may engage a single wing. After this is done, the defender may move any of his unengaged fighter wings to existing engagements, engage any unengaged attacking wings, or not engage any of the attacker's wings and hang back in reserve.

Once all the fighters have arranged, combat takes place. Roll each engagement individually. Both players roll the fighters' combined attack value + 1D6. Whoever rolls highest wins, with ties going to the defender. An outnumbered fighter, if it rolls really well, might destroy more than one of its attackers, as damage is applied just like attacks against ships: beating the opponent's roll does 1 hit of damage, doubling it does 2 hits of damage, trebling it does 3 hits, etc. Each fighter wing can suffer only one hit of damage before it's destroyed.

After this combat, the attacker may redistribute his unengaged wings, and then the defender may do the same. Any fighters that are still engaged with enemy fighters may not be redistributed. Then another round of combat takes place. Dogfights continue this cycle of "engage and then combat" until one side is completely destroyed. Fighters may not withdraw from a dogfight once it has started.

When the dogfight is done, all the survivors are returned to the hex/space on table where they were when it started, and may continue with its activation. A wing may enter multiple dogfights during a single turn.

Attack Runs: When wings or flights attack a ship, first the defending ship gets to use its Point Defense against the fighters as soon as they get into range. Then surviving fighters make a regular attack roll of total wing's attack value + 1D6 vs. the target ship's DV + 1D6. Remember that all surviving members of the flight get to combine their AV for this roll. Damage is determined in the same way as if a ship was attacking.

Ship's Point Defense vs. Fighters: Any fighters within PD range of an enemy ship when it activates automatically get attacked by that ship's PD. Any fighters that activate or move within the PD range of an enemy ship will be attacked by that ship's PD. Yes, it's a double whammy. Ships that are being attacked by fighters may not use their PD to aid other ships, but may still use its own PD to intercept any incoming attacks targeting it.

Mobile Point Defense: A fighter wing or flight may use its PD against any rack, drone or fusion attacks that draw a Line of Sight within 1 hex/2" the fighters.

Flying Escort: Fighters may be used for escort duty on a medium or large ship. The fighters occupy the same hex/space as the ship, and automatically move along with that ship. They count as a flight if attacked by enemy PD. Escorting fighters may use their PD to defend the ship against rack, fusion and drone attacks after the ship uses its own PD. The fighters may engage any attacking fighters in a dogfight after the ship gets to use its PD but before the attacking fighters get their attack run against the ship.

Interceptions: Interceptor wings and flights may engage any enemy fighter wings or flights that activate or move within 2 hexes/4" of them, this includes jumping them as they are launched from a ship. This does not count as their activation for the turn. Bomber and boarder wings may not perform Interceptions.

Boarding Actions: Only boarder wings may transport marines to enemy ships for boarding actions. To board an enemy ship, a boarder wing or flight must first get through the target ship's point defense and escorting fighters. Any survivors have their AV added together for a roll against the defender, where the Defense Value equals the ship's current point defense + 1 for every Boarder Wing on the ship that has not been launched. The attacker must roll greater than the defender or the attacker's boarding attempt has failed. That's it, just one roll. Get over it. A captured ship is under the control of the player who captured it, though it cannot activate again until the next turn. The ship may move normally or declare a blink out, but cannot make any attacks, lay mines, retrieve fighters, make special maneuvers, use special shield setting, etc. A captured ship that makes it safely off the board is worth twice its hull size in victory points. All the boarding wings that participated in a boarding action are removed from play.

END GAME

Unless the scenario says otherwise, the battle is over once one side suffers 50% loss of Hull size from their force. But that doesn't mean it can't be to the last ship. Your game, your choice – but all players must agree. Victory points are awarded at the end of the game. They are worth the same as total hull points of enemy ships destroyed and twice the hull points of enemy ships captured and safely moved off the table. Destroyed fighters are not counted as victory points.

SCENARIO IDEAS

MEETING ENGAGEMENT

Both forces enter from opposite sides of the battlefield. Have at!

PURSUIT

Make a long/narrow map or table setup. The defenders set up 1/4 of the way along the board. The attackers will setup at the map edge behind them. The attackers win if they prevent at least 50% the defenders from exiting the far, narrow end. Defenders win if they get at least 50% of their force off the far end.

AMBUSH

Defender starts in the middle with 50% of their ships hidden while the attacker sets up along one of the map edges.

BREAKTHROUGH

Both sides start at opposite edges but one side must cross the board and exit on the other team's side.

RAID

The defenders set up around a spacedock, starbase or orbital facility. The attackers must dock with or board the facility and secure it, fulfill their objective (grab a counter) and make it back off their side of the board. No points for destroying the enemy. The facility has 8 hits and a PD equal to its remaining hits. Place it on a planet or orbiting a planet 2 hexes/4" away in "orbit". For the purposes of this scenario, neither the planet nor the facility move. The destruction of the facility before the objective is removed from it counts as a loss for the attackers. The defenders may not fire upon the facility. An option is to have D6 mines placed around the base or planet, but far enough away to keep them out of the blast area.

HOLD

The defenders set up in the middle of the map. Make sure they have a defensible position with plenty of cover. The attackers enter from any edge and try to destroy the defenders. The attackers can only win by destroying all of the defenders. A turn limit should be imposed. The defenders are often out numbered, but it's not necessary.

SEARCH

Set up a cluttered map and place 6 objective markers numbered 1 through 6. Only one of the objective markers is the real goal, all the others are inert or a trap. The markers are revealed when a ship or fighter moves within 2 hexes/4" of it. A ship must end its movement on the goal space/hex to take it onboard. If that ship is destroyed, place the marker on that spot and it stays in play. Fighters may reveal an objective marker but may not take one onboard. The winner is the one who gets the real goal off their edge of the map. Sinking enemy ships still gives victory points, but victory points are only used in the event the game must end before the goal is carried off the table.

Sample Search Objective Marker Table – roll 1D6 when a marker is revealed.	
1D6 Roll vs. Marker Number	Effect
Same number as marker.	It's the goal! Counts as 25 victory point to whoever gets it off the table. All other unrevealed markers are treated as mines!
Not the same number and odd.	Booby-trap! Immediate mine attack. AV6 + 1D6 vs. all ships within 2 hexes/4" of objective marker.
Not the same number and even.	Inert! Nothing happens, counts as 5 victory points to whoever gets it off the table.
Last marker on table.	Jeez, you rolled poorly. It's the goal! Counts as 25 victory point to whoever gets it off the table.

ARENA

Starship gladiators battle to the death for the amusement of the safely bunkered audience. Options: fill the arena with obstacles and mines, limit the weapons or other systems allowed, etc.

RACE

Set up a course with a 6 to 12 numbered markers spread across the board. First player/team to enter each hex containing/touch each marker once in any order wins. Whichever ship touches the most different numbered markers by the end of a game with a time/turn limit wins *even* if the ship was destroyed.

SPECIAL EFFECTS [Optional]

These are various events and situations that make the battles even more horrifying and unpredictable. They also get their own Initiative Roll of 3D6 with no modifiers. If there are ties for the initiative, the special effect goes last for that number.

BIG ASTEROIDS

They move across the battlefield at a steady pace and constant direction, both of which can be randomly rolled at the beginning of the game – 1D6/1D8 for direction and 6 hexes/10" minus its size. They come in size class 1 (small), 2 (medium), 3 (large) and 4 (extra large) – which is also how many D6's are used in an attack roll when they plow into an inattentive vessel. A ship may try to dodge one if it enters the ship's hex/space: ship's current maximum MP + 1D6 vs. Big asteroid's size + speed. A big asteroid that hits a ship with a size class larger than itself is removed from the game. If they are the same size, the hex/space becomes an asteroid field. And if the ship is smaller, the asteroid continues on its way at the same speed and direction. A ship may try to destroy a big asteroid by making a normal attack roll vs. the asteroid's size in D6's. Only size 4 big asteroids provide any cover, a -1 modifier, and it must be directly in the line of the attack.

COMETS

Comets follow the rules for big asteroids, above, but with one additional feature: its tail. The comet's tail is 3 hexes/6" long and counts as a gas cloud. Roll 1D6 to determine the direction of the tail away from the nucleus. Any attacks that travel through the nucleus of the comet are -2.

SOLAR STORM

Divide the length of the battlefield into 6 columns. Roll 1D6 each turn after the initiative has been rolled. A new solar flare hits if it has been that many turns or less than since the last one. Roll 1D6: all ships in that column of the battlefield may not move or attack, and their shields are off line - DV of 0 - until their next activation.

FLEET CONSTRUCTION

Players agree on a starting number of ship size points for their forces. Select a number of ship hulls up to the agreed upon total number of ship size points. No more than half the total available points may be spent on large sized hulls. Each type of ship is defined by its hull, which is a collection of stats and abilities.

Task Force Organization

A task force is usually a group of about 6 ships or less. Basically it's as many ships as the players feel comfortably controlling individually. If that's 8 or 12, so be it. Ships are not required to organize into squadrons, but may do so, following the rules of squadrons in the fleet organization section, below.

Fleet Organization

Ships that are size class small and medium are grouped together into squadrons, though these groupings are flexible. Squadrons must be designated before the game as they cannot be changed during the battle. Each member of a squadron must end their activation within 2 hexes/4" of another member of the same squadron. Any ship that ends its activation beyond this range is -2 to initiative next turn and -2 to all attack rolls for its next activation, even if it moves back into formation during that activation.

The formation of squadrons is based on the ship's size class and hull size. Small ships of the same hull size are grouped together into squadrons of up to 5 ships, though up to 2 scouts per player may operate individually. Medium ships of the same hull size are in squadrons of up to 5, but the largest member(s) of the fleet may operate individually if their force does not have any size class large ships. Large ships operate individually.

Squadron Leader *[Optional]*

Small and medium ships may have a squadron leader of one hull size larger than the rest of the squadron but it must still be in the same size class. A squadron of destroyers could have a light cruiser leading them, but a squadron of frigates could not have a destroyer as a squadron leader.

Escorts *[Optional]*

Large ships may be assigned small or medium ships of no larger than hull size 12 (light cruisers) to act as escorts. They form a squadron centered on the large ship; all escorts must stay within 2 hexes/4" of the large ship they are escorting. The escorts must be all of the same hull size, but do not have to be of the same design. If the large ship is destroyed, its escorts may continue fighting as a squadron or exit the battle.

SHIP HULLS								
HULL SIZE	SIZE CLASS	DAMAGE TRACKS (HITS)	MAX NO. WEAPON SYSTEMS	MP	DV	PD	INITIATIVE MODIFIER	NAUTICAL NOMENCLATURE
4	Small	1 (2)	2	8	1	1	+7	SC Scout
6	Small	1 (2)	3	7	1	1	+6	KR Corvette
8	Small	1 (2)	4	7	1	2	+5	FF Frigate
10	Medium	2 (4)	5	6	2	2	+5	DD Destroyer
12	Medium	2 (4)	6	6	2	3	+4	CL Light Cruiser
14	Medium	2 (4)	7	5	2	3	+4	CR Medium Cruiser
16	Medium	2 (4)	8	5	2	4	+3	CA Heavy Cruiser
18	Large	3 (6)	9	4	3	4	+3	BC Battle Cruiser
20	Large	3 (6)	10	4	3	5	+2	BB Battleship
22	Large	3 (6)	11	3	3	5	+1	DN Dreadnought
24	Large	3 (6)	12	3	3	6	+0	MD Megadreadnought

HULL SIZE: This is how “big” the ship is and how many “spaces” the hull has for weapons and other systems. A hull cannot fit more systems than there are spaces available. So, a frigate (FF) is a ship size 8 hull and has 8 “spaces” for weapons and other systems.

SIZE CLASS: Relative sizes of ships.

DAMAGE TRACKS (HITS): The number of damage tracks a ship has (and the total number of hits it can take before it is sunk).

MAX NO. WEAPON SYSTEMS: The maximum total number of racks, drones, fusions and batteries allowed on that Hull size.

MOVE POINTS: How fast the ship is.

DEFENSE VALUE: The overall structural integrity of the ship. Used in defense rolls.

POINT DEFENSE: Any enemy fighters within 2 hexes/4” of the ship, or rack, drone or fusion attacks that draw their line of sight within 2 hexes/4” of the ship are automatically attacked. On a D6 roll of 5 or 6, a flight of fighters is destroyed or the weapon system attack has its attack value lowered by 1 point for every success.

INITIATIVE MODIFIER: This number is added to the ship’s Initiative roll.

NAUTICAL NOMENCLATURE: Classification of ship. Not necessary, but it's a tradition for spaceship games. And you can call a ship a “Carrier” if at least 50% of the ship's spaces are used for Fighter Bays. So, if you build a Destroyer with 3 Fighter Bays it becomes a “DDCV”. This does not conform to any modern system of naval abbreviation.

ARMING AND EQUIPING A SHIP

Select weapons and other systems whose total size does not exceed the ship's hull size.

Weapon Systems				
Type	Arc	Maximum Range	Special Rules	Hull Size per AV
Battery (Bt)	180°	16 hexes/32"	4 hex/8" range bands, -1 AV for each after the first.	1
Drone (Dr)	90°	8 hexes/16"	Indirect fire, spotter, AV reduced by point defense, may not split AV among multiple targets.	1
Fusion (Fu)	90°	4 hexes/8"	Extra attacks vs. DV for 2 more turns when target activates, AV reduced by point defense, may not split AV among multiple targets.	1
Rack (Rk)	90°	16 hexes/32"	AV reduced by enemy point defense.	1

The AV number is not necessarily a single gun or launch tube, but the base potential of the offensive capability for that type of weapon in one firing arc.

A weapon system may not have an AV greater than 6, and no more than half the available spaces of a ship may be used for any single weapon system. So, a destroyer (DD, Hull size 10, maximum number of weapon systems of 5) may use up to 5 spaces for one battery, drone, fusion or rack, with no more than a total of 5 weapon systems.

To save space on the ships' record sheets, weapons are abbreviated with the type of weapon first, then the attack value, followed by the firing arc.

Bt4-F-180° stands for battery (Bt) weapon with an attack value of 4 and a front arc (F) that's 180°.

DPTAMP Scale Weapon [Optional]

One large ship per side may have 50% of their spaces devoted to 1 battery, drone, fusion or rack. Say it with me: fah – KOOM!

OTHER SYSTEMS – Unless otherwise stated, multiples of these systems on the same ship are allowed.		
TYPE	SIZE	NOTES
Cargo Bay	1	Space within the ship for carrying cargo, supplies, etc.
Enhanced Engine	1	Move points +1. May not have more than twice the original move points.
Fighter Bay	2	A wing of fighters and their internal flight deck. The first AV number is for attacking ships, use the second number when in a dogfight with other fighters. Interceptor Wing: MP 16, AV1/2 360°, Range 1 hex/2", PD1, IM +8 Bomber Wing: MP 12, AV2/1 360°, Range 1 hex/2", PD1, IM +8 Boarder Wing: MP 12, AV1/1 360°, Range 1 hex/2", PD1, IM +8 and carries 1 unit of Marines.
Mines	4	Mine layer with enough mines for entire game. A ship may not lay a mine if its Shields are not at the Normal setting or Double Front, and may not move backwards. Place mine counter within 2 hexes/4" of ship's Back arc. It detonates when an enemy ship/squadron/wing/flight starts their activation or moves within 2 hexes/4" of the mine. The mine does AV6 + 1D6 (roll only once) vs. Shield Value + 1D6 against all ships/squadrons/wings/flights within 2 hexes/4". Any enemy mine placed within 2 hexes may be attacked by Point Defense with 1 success destroying the mine. Once successfully placed, however, a mine may not be attacked. One per ship.
Shield	4	Defense Value +1, not to exceed a Defense Value of 5.
Point Defense	2	Point Defense +1.
Stealth Deployment	2	May initially deploy as a hidden ship. Choose one hex/terrain piece, write down the location and keep it secret. The hidden ship is revealed if it moves/attacks. Must be deployed behind or within a piece of terrain that blocks the enemy's Line of Sight on the battlefield but not in the opponent's deployment zone. One per ship.
Targeting Suite	2	One attack per turn is +1 to AV. Ship may have more than one, but cannot use more than one targeting suite per attack roll.

DAMAGE TRACKS

Meant to be more science than art, here are the mechanics for distributing damage on your custom made ships.

Small ships are easy as they only have 2 hits and one damage track. Just write down the full values on the first damage track "0 – 1" and you're done.

Medium ships are a little trickier, as they have 2 damage tracks and 4 hits. Write the full values on the first damage track "0 – 1", and enter half the values – rounding up whole numbers from 0.5 or greater, rounding down for less – on the second damage track "2 – 3".

Large ships have 6 hits and 3 damage tracks. Write the full values on the first damage track "0 – 1", 2/3 value on the second damage track "2 – 3" and 1/3 values on the third damage track. Round the numbers as you would for medium ships.

Any additional DV, PD or MP is added to the starting values before any damage track calculations are made.

Targeting suites and mines have a value of "1" for rounding. So they would survive the life of a medium ship (0.5 rounds up to 1) but be lost on the third damage track of a large ship.

If there is special freight in the cargo bays or a mix of empty and full fighter bays, use this method to see which bays are actually destroyed: state the contents of each bay, then roll a D6. Count down that many bays on the ship's record sheet, then count from that bay until the total number lost has been reached; those bays and their contents are destroyed. Example: 3 of the 6 fighter bays are empty on a medium sized ship. The ship takes its 2nd hit of damage, and goes from the first to the second damage track. Three of the six fighter bays are destroyed. The player declares that bays 4, 5 and 6 still had fighters in them. He rolls a D6 and gets a 2. Bays 2, 3 and 4 are destroyed. As bays 4, 5 and 6 had fighters still in them, only the fighters in bay 4 are lost.

Let's make a pirate destroyer (DD). Hull size is 10, which gives us the starting values of 6 move points, 2 damage tracks, DV of 2, point defense of 2, a size class of medium, an initiative modifier of +5 and 10 "spaces" for systems. We'll give it forward facing 180° battery with an attack value of 4, 2 enhanced engines (+2 MP), an extra point of point defense and a targeting suite. After naming the ship, we get:

Genericor class fast destroyer, SIZE: 10 (DDF)
SYSTEMS: Bt4-F-180°, Enhanced Engines x2, Point Defense +1, Targeting Suite.

We're calling it a "fast" destroyer as it has more move points than normal.

Filling out a ship record sheet, it looks like this:

SUNDER THE STARS				Pirate	Hull Size	Size Class	Initiative Modifier
Fast Destroyer "Generico" (DDF)				10	Medium	+5	
Damage	MP	SV	PD	Weapon Systems			
0-1	8	2	3	Bt4-F-180°			
2-3	4	1	2	Bt2-F-180°			
4-5							
Other Systems: Enhanced Engines x2, Point Defense +1, Targeting Suite.							

STRATEGIC SUPPORT [Optional]

Any ship size “points” not used for force construction may be spent to purchase strategic support. These do not take up any actual spaces inside your ships.

STRATEGIC SUPPORT – Only one of each type of Strategic Support card may be purchased by each side, except for Veteran Crew.		
Type	Points	Description
Ambush	3	Once all ships are in place, you may redeploy one of your ships. Must be placed on your side of the map and be a legal deployment.
Better Intel	2	After terrain is set up but before the ships are deployed, move 2 pieces of terrain once per game.
Feint	3	Once all ships are deployed, you may redeploy one of the enemy's ships. Must be placed on their side of the table and be a legal deployment.
Minefield	4	Choose one hex/terrain piece, write down the location and keep it secret. Reveal to enemy when one of their ships/squadrons/wings start their activation or move within 2 hexes/4" of mine. The mine does AV6 + 1D6 (roll only once) vs. DH + 1D6 against all ships/squadrons/wings/flights within 2 hexes/4". Must be placed on your side of the table.
Supporting Fire	3	One Rack AV6 attack with infinite range originating from one hex/point on your edge of the map, once per game. Target must be in line of sight of one of your ships which is acting as a forward observer. Only count cover in target hex.
Surprise	2	All your ships get +10 initiative for the first turn of the game.
Veteran Crew	2	The crew of 1 ship gets +1 to initiative rolls, and +1 to all attack rolls or defense rolls or point defense rolls or all fighter rolls - decide which one before the start of the game. Veteran Crew may be purchased multiple times for the same ship, but neither the Initiative roll bonus nor any particular roll bonus will ever increase above the initial +1.